

Globalring Regulations (NVBK-GMI)

Globalring Regulations (NVBK – GMI)

Table of Contents:

I. Foreword

II. The Decoy

III. Regulations

1. Presentation
2. General positioning for all exercises
3. Recall command at the end of the exercises
4. General regulations

IV. Obedience Exercises

5. Off-leash heeling
6. Absence of the handler
 - Forward send
 - Positions
 - Food refusal
 - Retrieve of an object
 - Search and retrieve of a wooden block

V. Jumping

7. Palisade
8. Long jump
9. Hedge

VI. Bite Exercises:

- Frontal attack with stick
- Frontal attack with accessory
- Fleeing attack with gunshots
- Fleeing interrupted attack
- Search and escort
- Defense of the handler
- Guarding an object

VII. Points Table

Chapter I — Foreword (English Translation)

Important: *The Dutch version of the Globalring–NVBK regulations will ALWAYS remain the ONLY VALID version in case of protest, complaint, discussion, or dispute. All translations derived from it are subordinate to the Dutch version.*

The Globalring–NVBK committee consists of:

- **Germain Pauwels** (Chairman NVBK)
- **Francis Lemmens** (Secretary Globalring)
- **Bart Bocken** (General Coordinator)
- **Filippo Rocchi** (Head of Decoys)
- **Standa Dolézal** (Assistant Head of Decoys)
- **Humphrey Ploeg** (Head of Judges)
- **Dominic Heeze** (Coordinator Netherlands)
- **Miloslav Fohl** (Coordinator Czech Republic)
- **Francois Demeure** (Committee Member)

Chapter II — The Decoy

The decoy performs the exercises exactly as instructed by the judges (depending on the category). Since it is their role to enable the judge to evaluate the quality of the dogs, the decoy must work *in opposition* to the dog.

The protective suit MUST be equipped with jute bite pads on both arms and both legs. Short or long jute sleeves may be used.

- Short jute sleeves cover the arms up to the elbows and the legs up to the knees.
- Long jute sleeves cover the arms up to the biceps, and the legs up to above the knees.

The decoy must work **fairly and consistently** for every dog.

The role of the decoy for Globalring is described in the document “**Rules for Decoys (Reglement voor de aanvalsmen Globalring)**”.

Decoys must refrain from any form of commentary toward spectators beside the field. They may speak only when the judges request their opinion.

Every decoy—male or female—must work equally and sportively for every dog.

The decoy must follow *eight golden rules*:

1. They must always work impartially.
2. They must never inflict physical pain on the dog in any way.
3. Decoys must know the rules thoroughly; insufficient knowledge can result in exclusion by the judges from a competition.
4. Decoys must not oppose the judges during the competition.
During the briefing or white dog demonstration there must be clear agreement between judges and decoys. Together with the ring commissioner and the scribe, they form a cohesive, official NVBK-recognized team on the field.
5. They must behave as though they are not wearing a protective suit — they must be sharp, clever, and threatening when necessary.
6. They must avoid the dog when the regulations allow it.
7. Judges will always give the dog the benefit of the doubt in case of decoy errors (e.g., not giving 2 seconds in guarding, falling on the dog during the fleeing attack...).
8. Decoys must always wear protective gloves during official NVBK competitions — this is required by the insurance.

Additional mandatory rules:

- Decoys must not apply methods from other protection sports, such as dodging during an attack, yelling unless instructed by the judges, or striking the dog with sticks.
- The decoy should *not* intentionally hit the dog with the bamboo sticks; they must work alongside the dog's body, not on it.
- When using a gun, the decoy must fire at a 45° angle.
- The decoy may speak to the dog only if ordered by the judges (e.g., guarding an object, defense exercise).
- When a liquid is used, only water is allowed.
- Category 1 may be performed by one decoy.
- From category 2 onward, it is strongly advised to use two decoys.
- Decoy selection is handled in each participating country according to Globalring rules.
- Examinations for new decoys are held regularly, both nationally and internationally.

Procedure for Decoy Candidacy

Applications may be submitted either to the Globalring secretary or directly to the Head of Decoys or the Assistant Head of Decoys.

Since 2026:

- **Filippo Rocchi (B)** is the Head of Decoys.
- **Standa Dolézal (CZ)** is the Assistant Head of Decoys.

The responsible officials will create a schedule for candidates so they can complete the theory, physical test, and practical exam at appropriate times.

After a positive evaluation and at least three positive competition reports, candidates may earn their decoy certification during an official competition.

Competition Compensation

The organizing club must pay a flat fee of **€20 per decoy** serving at the competition.

Important

Decoys must always perform the work assigned by the judges.

If not, the judges may issue a final warning.

If the same mistake occurs again, the decoy will be **immediately replaced**.

A **negative report** will be filed with the NVBK secretariat, which may affect the decoy's eligibility for championship selection.

Chapter III — Regulations

1. Presentation

1.1 The handler enters the field with the dog when invited by the ringmaster.

1.2 At the entrance, the handler gives the leash and the working booklet to the ringmaster.

1.3 The ringmaster checks that the dog is not wearing strings, elastics, flea collars, or any other equipment. After inspection, the handler proceeds to the judges.

1.4 The handler introduces themselves to the judge(s).

1.5 The handler specifies the chosen heights and distances for the jumps and indicates clearly whether the recall will be done by voice or whistle.

1.6 From Category 2 onward the handler receives a wooden block, which must be stored out of the dog's sight.

1.7 In Category 3 the handler also draws the sequence number for the interrupted attack. This can be done by indication or through selecting an envelope. The order becomes known only at the moment of the exercise itself.

1.8 If the dog is presented by another handler, this new handler must also be a member of the NVBK.

2. General Positioning for All Exercises

2.1 The handler must make themselves available to the ringmaster.

2.2 The ringmaster explains the full trajectory or nature of the exercise and brings the handler to the false start.

2.3 At the false start the handler has **30** seconds to prepare the dog.

2.4 After communication with the judge (eye contact or nod), the judge signals to move to the true starting point, located 3 meters further and clearly marked.

2.5 At the true starting point a few seconds are available to get ready.

2.6 After the judge gives the start signal, the handler may give **max. 2 commands** to the dog (e.g., "Heel"). Any additional commands count as extra commands **(-1)**.

3. Recall Commands at the End of Exercises

3.1 The recall may be performed by voice or whistle, as indicated during presentation. Failure to respect this can result in loss of *general attitude* points.

3.2 Commands must be short and clear; double or unclear commands count as extra commands.

3.3 One recall command is allowed. If the dog is stubborn and needs more commands, or still bites after 5

seconds, judges may deduct *general attitude* points in addition to the full –10 recall points.

3.4 A second recall command automatically costs an additional 5 points.

3.5 If during a subsequent attack the dog again refuses to release and requires multiple commands, the judges may stop the team for *lack of control*. Points obtained so far remain, but the team must leave the field.

3.6 The dog has **30 seconds** to return to heel; otherwise recall points are lost.

3.7 In Category 1 the handler may recall the dog at the decoy. This must be announced at presentation.

3.8 If the dog returns to the handler instead of guarding (when guarding was announced), the team loses the recall points (–10).

3.9 If the handler touches or speaks to the dog before the judge gives the end signal, 4 points are deducted.

4. General Regulations

4.1 If judges find the execution of an exercise lacking, they may impose up to **10% penalty** of the exercise's maximum points as *general attitude*.

4.2 Misconduct by the handler before, during, or after the trial may be penalized the same way.

4.3 Any handler intervention during the routine (other than reporting an issue with the dog) is prohibited and may lead to disqualification after repeated warnings.

4.4 General attitude penalties are listed in a separate column on the score sheet. Serious offences may be reported to the NVBK Board of Directors for disciplinary action.

4.5 From the 2017 season onward, a dog who bites above, below, or outside the jute bite zones repeatedly may receive up to 10% penalty for that exercise (accidental bites are not penalized).

4.6 Judges allow 2 minutes for a late handler to appear. After 2 minutes: –5 general attitude points.

4.7 If the handler warned the organization, they are late, they may start last in the category. Without warning, the team may compete but the result does not count for IK qualification.

4.8 Urinating on the field: –2 points.

4.9 Defecating on the field: –5 points.

4.10 The handler must be a member of the NVBK.

4.11 Belgian handlers must be a member of a Belgian NVBK-club.

4.12 Foreign handlers must become members of the virtual club **GMI (Globalring Member Individual)** and hold insurance in their home country.

GMI categories:

- GMI for all foreigners without a coordinator
- GMI Netherlands
- GMI Czech Republic
- GMI Germany

Annual GMI membership fee: **€20**.

Foreign handlers with ≥ 5 official members may elect a coordinator. That country then receives its own GMI number and gains a seat in the Globalring Committee.

All handlers must possess an NVBK working booklet obtained via www.nvbk.org.

Non-Belgians and dogs without pedigree may also obtain one.

All breeds are permitted.

Minimum age for dogs: **12 months**.

Working booklet + insurance became mandatory from **1 Jan 2015**.

Belgian clubs pay:

- €75 annual NVBK fee
- €6 per member for ARENA insurance

Dogs with or without pedigree are welcome.

Globalring Categories & Promotion Rules

- Minimum age to start competing: **1 year**
- To enter Category 3, the dog must achieve:
 - **2× 160/200** in Category 1
 - **2× 240/300** in Category 2

Handlers may stay as long as they wish in a category.

A handler may compete in a championship only once per category to prevent unfair competition.

A Cat.3 dog who has not yet achieved 300 points may return to Cat.2 after max. 2 attempts in Cat.3.

Ring sport dogs may start in the Globalring category corresponding to that of their home country.

A dog competing nationally in the highest ring category must start in Category 3 in Globalring unless the committee decides otherwise after examination.

Organization of an Official Competition

Clubs wishing to organize an official Globalring competition must take great care in preparing the event and may not overlook any detail. They should promote the event as much as possible, with assistance from the international secretary/coordinator, in order to attract foreign participants.

The competition calendar for each season is determined during the annual general meeting of the previous year, held on the first Saturday of December at NVBK headquarters in Temse.

Additional competitions may be added later, but only with approval from Chairman **Germain Pauwels**.

On that same day, it is also decided in which country the International Championship will take place the following season.

Organizer Responsibilities & Financial Obligations

The organizing club must be capable of covering the following fees:

- **€20 per competition** to the NVBK
- **€20 per decoy**
- **€25 per judge**

5.6 The organizer must ensure that spectators have appropriate shelter in bad weather and a clear view of the field. Refreshments (hot and cold drinks, snacks, meals) should be available throughout the day. Providing proper sanitary facilities for men, women, and people with reduced mobility is mandatory.

5.7 If foreign judges or decoys are invited, the organizer must provide adequate accommodation (hotel or motel) and cover meals and drinks. If this is not possible, the organizer must pay a minimum flat fee of **€75 per judge or decoy** for lodging.

5.8 If the event must be cancelled for any reason, the organizing club must inform all handlers, decoys, and judges at least 14 days in advance. The reverse also applies judges and decoys must notify the organizer 14 days in advance if they are unable to attend.

Secretariat Duties

5.9 The organizer must provide a secretariat that assists the judges, manages the drawing, prepares the official score sheets, and ensures results are publicly posted within 15 minutes after each performance. The secretariat must understand the Globalring rules and maintain close communication with the judges.

Daily Schedule & Personnel on the Field

5.10 Judges meet with the organizer in the morning to agree on the daily timetable (draw times, lunch break max. 1 hour, competition end, proclamation).

5.11 Allowed on the field:

- one photographer
- one ring commissioner
- one assistant (karweiman/vrouw)
- one scribe (may be a judge, but then acts only as scribe, not as judge)

The **official language of Globalring is English**. All certified judges must be able to communicate in English with foreign competitors.

Translators, coaches, and coordinators are not allowed on the field from 2025 onward.
On national competitions without foreigners, English is not required.

Judging Requirements

From 2016, two certified judges are mandatory for each competition.
An additional aspiring judge may assist without compensation.
Judges are selected by the organizing club at least two months in advance, together with at least two certified decoys.

After each competition, judges must write a report for the NVBK secretary. Since 2017, an official Excel template is used.

Training and Certification of Judges

Since December 2024, Humphrey Ploeg (NL) is responsible for the judges. He guides candidates, organizes clarification days, and ensures quality and consistency.

Procedure for new judges:

- submit candidacy to NVBK or directly to the responsible judge coordinator
- theoretical exam
- minimum of **3 practical internships** under at least two certified judges
- evaluation by the Globalring committee
- if positive, the candidate may take the practical exam during an official competition
- additional internships may be required if performance is insufficient

Field Requirements

An official Globalring field should ideally measure at least 40 × 60 meters, but smaller fields may still organize competitions.

The field must be fully fenced or enclosed, and at least 80% must be soft ground (not paved).

Markers must be provided for:

- all start points (spray, sand, wood shavings, tape, frame...)
- two circles for object guarding (radius 2 m and 5 m)
- angle markers for jumps
- the line for the "forward send" (20+ meters long) with indicators at both ends

Material Requirements

The organizer must provide:

- accessories for attack exercises
- a barrier for attack exercises
- minimum **3 hide boxes** (mobile allowed)
- minimum **6 retrieve objects**
- food/lure items (for throwing and on-field placement)
- revolvers: 6 mm for Cat.1, **9 mm for Cat.2–3** (except NL, where 9 mm is prohibited)
- flag or marker for interrupted attack
- official score sheets
- distraction items for the 1-minute down
- sufficient guarding objects
- wooden blocks for scent discrimination
- shelter for decoys
- fresh water at multiple locations
- an adequate dressing room for decoys

Test Dog

Since **2023**, a test dog is no longer mandatory, but if a reliable one is available, judges may use it to demonstrate exercises.

Judges may also request decoys to perform certain attacks for control purposes.

If a test dog is present:

- judges may demonstrate heelwork to save time
- handlers may observe and ask questions afterward
- a female test dog may not be in heat
- the test dog never participates in the competition

Draw Procedure

The organizer must provide an enclosed space for decoys.

Judges determine when the drawing for Categories 2 and 3 takes place.

For championships, the full draw happens in the morning before competition, unless another procedure is announced at least 14 days in advance.

Food Refusal Requirements

Organizer must supply varied food items:

- Category 1: **1 piece**
- Category 2: **2 pieces**
- Category 3: **3 pieces**

Food on the field is allowed in Cat.2 & 3, but not near the search blocks or guarding circles.

Accessory & Stick Rules

- Sticks must be bamboo, split after soaking in water
- max length: 60 cm
- metal or iron sticks are prohibited
- handler may use commands in their own language
- recall may be by whistle if announced at presentation
- score sheets must follow the official NVBK model

6. International Championship

6.1 The first International Championship was organized in 2015 at the field of *De Witte Hond* in Capelle aan de IJssel, the Netherlands. The NVBK aims to organize an international championship every year so the best 20 dogs can compete for the title within their category.

6.2 The championship should preferably be held in a different country each year to promote the discipline internationally and attract new enthusiasts.

6.3 Since the 2018 season, the NVBK uses an official *specification booklet* defining all requirements needed to host a proper championship.

6.4 If the organizing club(s) are unable to fulfill certain requirements, they must inform the Globalring committee so solutions can be arranged.

6.5 During the December 2024 general assembly it was decided that the International Championship no longer needs to be held on neutral ground, due to the substantial logistical effort required to build a full venue.

Selection of Participants

6.6 In August—or no later than September—the Globalring committee allocates the 20 available championship slots. Each country may send two dogs, regardless of category.

6.7 The committee fills the remaining spots up to 20, giving priority to Category 3 dogs. If necessary, the championship may be expanded to two days, though this raises costs.

6.8 The selection norms have remained unchanged since 2015:

The average of the three best results of each team in the current season determines qualification. These results may be obtained at home or abroad. Foreign competitions are encouraged because Globalring is an international program.

6.9 Only results from the current season count; previous years' results no longer apply.

6.10 If a team moves up a category during the season but earns disappointing scores, they may drop back to the lower category after a maximum of two poor results (≤ 200 in Cat.2 or ≤ 300 in Cat.3) and still qualify for the IK—provided they did not finish on the podium in the higher category.

Selection of Judges and Decoys

6.11 The committee also selects the judges and decoys in August–September. For decoys, decisions are based on judging reports. The Globalring secretary contacts all active decoys to check their availability. The committee includes the head of decoys for the final decision.

6.12 For judges, the committee verifies which judges are *not* competing with a dog in the championship. The judge coordinator is part of the committee and participates in the decision.

Field and Training Restrictions

6.13 Since 2019, no handler may train on the championship field during the 7 days prior to the event.

Draw Procedure

6.14 The draw for the championship may take place the evening before or early in the morning of the event. All participants must be present.

Handlers who cannot attend due to valid reasons (accident, car breakdown, force majeure) may start last in their category.

Rules Regarding Female Dogs in Heat

6.15 Handlers with a female in heat must notify the judges, and the dog will compete last of the day.

6.16 Failure to report a female in heat results in suspension from two championships.

Attendance & Responsibilities

6.17 Handlers not present at the draw may not compete unless they have a valid, proven excuse.

6.18 Judges are invited well in advance by the organizer.

6.19 For championships, appointments are made by the Globalring Committee only.

Judging Guidelines

6.20 Judges must have a perfect command of the regulations and compose the trials according to category level.

6.21 Each penalty corresponds to an error, insufficient performance, or a rule violation by the dog or handler.

6.22 Decisions of the judging panel are final for all cases not covered by the regulations.

6.23 Judges use a horn or bell to signal the beginning and end of exercises.

6.24 All dogs must compete under the same conditions and exercises must be executed identically.

6.25 Judges announce penalties and points directly to the scribe; the scribe must never assign points

independently.

6.26 Judges must maintain continuous education about the rules and stay informed about developments in Globalring.

6.27 The head judge coordinator monitors judging quality throughout the season and intervenes where necessary.

6.28 Judges must be capable of removing a handler from the field in cases of aggression, conflict, or dangerous behaviour.

6.29 Judges must also act decisively when decoys behave improperly or contrary to the sport's standards.

6.30 At national competitions without foreign handlers, judges may use their native language; once foreigners are present, the English language is mandatory.

Complaints & Special Rules for Females

6.31 Complaints against a judge are processed through NVBK's official channels.

6.32 Since 2020, non-heat females may compete alongside males in official competitions and championships.

6.33 Failure to notify judges of a female in heat leads to a two-championship suspension.

Chapter IV — Obedience Exercises

1. Heeling Without Leash

Point Distribution per Category

Category	Points
Category 1	6
Category 2	6
Category 3	6

Exercise Description

1.1 The handler follows the route explained by the ring commissioner just before the exercise begins. If the test dog has already demonstrated the exercise, no further explanation will be given.

1.2 After the start signal, the handler may no longer speak to the dog.

1.3 At the end signal, the handler must wait to touch or speak to the dog until the horn is blown. Failure results in **-4 points**.

1.4 Along the route, the handler must halt twice when the bell/horn sounds. The dog's position is free as long as the dog stays *with* the handler.

1.5 If the handler takes the wrong route, they are penalized under *general attitude*.

1.6 If the mistake is intentional to avoid an obstacle, all points for the exercise are lost.

Penalties

Fault	Penalty
Dog walks ahead, lags, moves off	-1
Dog gives up and stops heeling	-6
Handler takes wrong route	-AH
Wrong route used to avoid obstacle	-6
Dog circles around handler	-1 per circle
Handler speaks or commands	-6
Handler touches dog during route	-6

2. Absence of the Handler

Point Distribution per Category

Category	Points
Category 1	10
Category 2	10
Category 3	10

Exercise Description

2.1 The dog is left on the ground or a stable platform indicated by the ring commissioner.

2.2 All elements available on the field may be used (table, platform, pit, etc.).

2.3 Category 1: dog must be left in **down** position.

2.4 Categories 2 & 3: dog may be left in sit, stand, or down as instructed.

2.5 The minute begins when the handler enters the hide.

2.6 The handler may not turn around on the way to or at the entrance of the hide; doing so results in loss of **all points**.

2.7 A distraction will occur during the minute.

- Category 1 & 2: distraction at least 10 m from the dog
- Category 3: distraction may come as close as 5 m

2.8 The distraction must not be aggressive or provocative. Decoys may NOT be used; only the assistant, ring commissioner, or judge.

Penalties

Fault	Penalty
Dog changes position during the minute	-10
Dog changes position while handler walks to hide	-10
Dog moves without changing posture	-1 per meter
Dog changes position when handler returns	-2
Handler shows himself to dog	-10
Any irregular command	-10
Handler looks back	-10
Dog lifts both elbows	-10
Dog changes posture while handler walks away	-10

3. Forward Send

Point Distribution per Category

Category	Points
Category 1	12
Category 2	12
Category 3	12

Scoring Zones

Category	Optimal Zone	Between Posts (-4)	Outside 20m Line (-12)
Cat. 1	12	8	0
Cat. 2	12	8	0
Cat. 3	12	8	0

Exercise Description

3.1 The dog must cross a 20-meter line, marked by two posts.

3.2 Optional markers may be used (cones, barrels, etc.).

3.3 Distances:

- Cat.1 → 20 m
- Cat.2 → 30 m

- Cat.3 → 40 m
 - 3.4 Once the dog crosses the line, the handler may recall immediately.
 - 3.5 A judge will indicate with a raised arm when the dog has crossed.
 - 3.6 The dog has **20 seconds** to return to heel.

Penalties

Fault	Penalty
Command given with voice + gesture	-2
Extra forward command	-4
Dog zigzags	-1 per turn
Early start before judge signal	-4
Early start after judge signal	-2
Dog does not cross line	-12
Extra recall command	-2
Dog not back within 20 sec	-12
Dog wanders on return	-AH

4. Positions (Sit / Down / Stand)

Point Distribution

Category	Number of Positions	Total Points
Cat.1	3 positions	10
Cat.2	6 positions	20
Cat.3	6 positions	20

Point Breakdown

Category	Positions	Recall	Total
Cat.1	3×3 = 9	1	10
Cat.2	6×3 = 18	2	20
Cat.3	6×3 = 18	2	20

Exercise Description

- 4.1 May be performed on the ground or on a stable platform.
- 4.2 Dog and handler must maintain visual contact (5/10/15 m depending on category).
- 4.3 Handler may say the dog's name + position in a single command; otherwise: extra command.
- 4.4 Two extra commands allowed per position.
- 4.5 If dog fails after 3 commands, exercise ends but earned points remain.
- 4.6 Same applies for interim position.
- 4.7 If the dog changes position, handler must re-command (2 extra allowed).
- 4.8 Judges may use alternative indicators (cards, symbols).
- 4.9 Cat.1 does 3 positions; Cat.2–3 do 6 positions.

Penalties

Fault	Penalty
Dog changes initial position	-2
Dog does not perform position after 3 commands	Exercise ends
Dog moves forward	-1 per meter
Dog returns before exercise ends	Loss of recall + meters penalty

5. Food Refusal

Point Distribution

Category	Number of Food Items	Points
Cat.1	1	5
Cat.2	2	10
Cat.3	3	10

Exercise Description

- 5.1 Cat.1 receives 1 thrown/offered food item.
- 5.2 Cat.2 receives 2; Cat.3 receives 3.
- 5.3 In Cat.2 & 3, food may be placed on field (max 6 pieces), but not within 5 m of scent blocks or within the 2-m guarding circle.
- 5.4 Cat.1: **no** food items placed on the ground.
- 5.6 All dogs must receive the same food items.

Penalties

Fault	Penalty
Dog licks/eats/picks up food	Loss of all points
Dog moves away from thrown food	-1 per meter
Handler intervenes	Loss of all points
Dog moves >3 meters away	Loss of all points
Dog changes posture on handler return	-2
Handler does not wait for end signal	-4

6. Retrieve of Thrown Object

Point Distribution

Category	Points
Cat.1	12
Cat.2	12
Cat.3	12

Exercise Description

- 6.1 Judges choose the object per category.
- 6.2 Max weight: 1 kg, not glass or metal.
- 6.3 No other objects within 5 m; no food or decoys present.
- 6.4 Handler may not move feet while receiving object.
- 6.5 Dog gets 3 attempts before point loss for chewing begins.
- 6.6 Dog has 15 seconds to return the object.
- 6.7 Timer begins when dog touches object.
- 6.8 Total exercise duration: max 30 seconds.
- 6.9 Only one command (max 2 words) allowed to send dog.
- 6.10 Only one command (max 2 words) allowed to take the object.
- 6.11 Object must be delivered in a sit position.

Penalties

Fault	Penalty
Extra/irregular command	-12
Voice + gesture	-2

Return outside time	-12
Early start before bell	-4
Early start after command	-2
Chewing or dropping	-1 per drop
Not delivered in sit	-1
Drop at handler's feet	-3
Handler moves feet	Loss of all points
Extra commands to take object	-2 each

7. Search and Retrieve of Wooden Block

(This exercise applies only to Categories 2 and 3)

Point Distribution

Category	Points
Cat.2	15
Cat.3	15

Exercise Description

- 7.1** Judges set time limit based on field size/difficulty.
- 7.2** Block: max 15 cm × 2 cm.
- 7.3** Handler receives marked block at presentation.
- 7.4** Block must be hidden out of dog's view.
- 7.5** Handler places block at designated location with back to dog.
- 7.6** Block placed ±30 meters away.
- 7.7** Two neutral blocks are placed after handler walks away.
- 7.8** Block placer may not have touched food.
- 7.9** Block may be placed up to 50 cm high.
- 7.10** One search command (max 2 words).
- 7.11** Dog may sniff handler's hand before command.
- 7.12** Retrieved block must be shown to ringmaster/judge.
- 7.13** Dog delivers in sit.
- 7.14** One command (max 2 words) allowed to take block.

Penalties

Fault	Penalty
Handler shows block to dog	-15
Handler changes block position	-15
Voice + gesture	-2
Extra search command	-15
Return outside time	-15
Early start before bell	-4
Early start after command	-2
Dropping block	-1 per drop
Not delivered in sit	-1
Dropped at handler's feet	-3
Dog moves (max 2 m)	-1 per meter
Wrong block retrieved	-15
Retrieves 2 blocks	Half points
Handler moves feet	-15
Extra commands to take block	-2 each
Dog destroys block	-15

V. Jumps

In Category 1 the handler may choose one of the three jumps; during the presentation he must inform the judge(s) which one.

In Category 2 the hedge is mandatory, but one may choose between the palisade and the long jump. If a Category 2 handler nevertheless refuses to jump the hedge, he will receive 5 general attitude points (applicable since season 2016).

Guidelines for placing the dog at the jumps:

- A.** The handler may choose the distance at which he places the dog from the obstacle.
- B.** The handler always takes position in the angle mark drawn at the jumps.
- C.** The handler may not touch the jump (e.g., not leaning against the palisade).
- D.** If the dog leaves its place, the handler may reposition the dog with the loss of one attempt, plus a penalty.
- E.** The dog has the right to three attempts at all the jumps.

- F. He retains the result of the jump he/she performs correctly.
- G. For the hedge the dog also has three attempts in total for the forward and return jump.
- H. In case of refusal or failure of the return jump, the handler must place the dog in exactly the same spot where it stopped before taking his position again at the hedge and waiting for the judge's signal.
- I. In case of failure, the handler may not ask for a higher or lower height.
- J. The command shall be given with the voice, without a gesture. The dog may be followed with head movement.
- K. After performing the jump, the handler may block the dog behind the obstacle by means of a command or recall it to heel. If blocked, the handler goes to fetch the dog; if recalled, the dog has 10 seconds.
- L. There will be a penalty if the dog does not block when commanded.
- M. The dog is not penalized if, when blocking, it does not take the position requested by the handler.

1. Palisade

Regulatory heights and point table:

Height	1m80	1m90	2m00	2m10	2m20	2m30
Cat 1	15					
Cat 2	12	13	14	15		
Cat 3	5	7	9	11	13	15

Characteristics of the exercise:

The palisade consists of, at the bottom, a fixed solid wall up to one meter, followed by stacked planks 10 cm high and 27 to 30 mm thick, not planed. The palisade may have a width of 1m50 to 1m90.

It is equipped, for the dog's landing, with a slanted descent panel, fixed from 1m70 and extending to approximately 1m20 away from the palisade. On the slanted panel, descent slats are placed every 30 cm.

There is **no return jump** at the palisade.

2. Length – or Long Jump

Regulatory lengths and point table:

Length	3m00	3m50	4m00
Cat 1	15		
Cat 2	10	15	
Cat 3	12	16	20

Characteristics:

This jump has no pit. It is composed of a frame of three planks: one 2-meter plank, 10 cm high, placed at the

front, interlocking with the two side planks, each 3 meters long, 10 cm high at the beginning, increasing to 20 cm at the end.

This frame is equipped with plastic tubes or elastic bands stretched over the box. Always use materials that cannot injure the dog.

At the end, a landing mat is placed that is 1m95 long and 1 m wide. This can slide into the frame so that jumps of 3 m, 3.5 m, and 4 m can be made.

A dog that runs through the frame is penalized 4 points and loses one attempt, equivalent to a refusal. The jump must be restarted.

3. The Hedge (Windmill)

Regulatory heights and point table:

Height	1m00	1m10	1m20
Cat 1	15		
Cat 2	16	20	
Cat 3	12	16	20

Characteristics:

The hedge consists of a mobile panel provided with axles 1m50 wide on 60 cm, placed in cradle hooks welded to the base frame. Above this panel rises a rotating gate of the same width and 30 cm high. This must fall at the slightest touch but bring no danger to the dog. The whole must allow the requested heights to be set. There is NO pit either before or after the hedge.

Course of the exercise:

From the moment the dog has completed the forward jump, the handler has the right to block the dog with one command. If a gesture is given, this will be penalized by 2 points. On the judge's signal, the dog must perform the return jump, with again one blocking command if desired. After the return jump, the dog may also come to heel.

Penalties for jumps:

Fault	Penalty
Early start before bell (plus loss of an attempt)	-4
Early start before command (e.g., on the bell)	-2
Command given with voice and gesture	-2
Refusal, both forward and return	-2
Failed, forward or return	-2
Dog does not stand still behind apparatus (does not block)	-2
Each additional command for blocking, placing, recalling	-2

Additional command to jump	-5
Dog does not return to heel within 10 seconds	-2
Dog touches the hedge	-1

VI. Bite Exercises

1. Frontal Attack with Stick

Point allocation per category

Category	Hindrance	Points
Category 1	Without obstacle	50
Category 2	With obstacle	40
Category 3	With obstacle	50

Point breakdown

	Start	Attack	Recall	Total
Category 1	10	30	10	50
Category 2	10	20	10	40
Category 3	10	30	10	50

Characteristics

Duration: **10 seconds**

Distance: **30 m (Cat.1) – 40 m (Cat.2) – 50 m (Cat.3)**

1.1 In Category 1 the attack takes place in open space, without a barrage.

1.2 From Category 2 onward a barrage is added, max. 80 cm high and at least 8 m wide, made only of materials safe for dogs (straw, barrels, tires ...).

1.3 In Cat.2 and Cat.3 the decoy challenges the dog 5 m in front of the barrier, then returns behind it.

1.4 The judge gives the start signal only when the decoy is in position.

1.5 The decoy may NOT dodge the dog during entry.

1.6 If the dog overshoots, the decoy may defend by pulling arms/legs away.

1.7 These regulations are mandatory for decoy certification.

1.8 If the dog accidentally catches a bamboo stick in the mouth, the decoy must allow the dog to spit it out

and may never pull it out.

- 1.9 With leg-biters the decoy must keep the knee at least 30 cm off the ground.
- 1.10 Judges may request a "charge" (decoy stepping forward twice), but never with an obstacle in place.
- 1.11 In Cat.1 the decoy may not continually turn during the bite.
- 1.12 The decoy stops only when the handler recalls the dog, not on the judge's horn.
- 1.13 In Cat.1 the handler may choose to pick up the dog at the decoy (garde au ferme).
- 1.14 Esquive is strictly forbidden except when the dog overshoots or loses the bite.
- 1.15 Obstacles must not exceed 80 cm and must never cause injury.
- 1.16 Decoy must stand at least 5 m behind the obstacle.
- 1.17 Decoy must clearly attract the dog's attention.
- 1.18 Decoy attempts to absorb the dog's impact, never to block intentionally.
- 1.19 Decoy stops only on handler's recall.
- 1.20 If the dog targets a civilian, the exercise is immediately stopped: 0 points.
- 1.21 Dangerous dogs are removed from the field.
- 1.22 If dog targets the decoy's face, the decoy may defend.
- 1.23 In Cat.1: if handler intended to pick up the dog but dog returns instead → **-10 recall points**.
- 1.24 Dog must release after max. 2 commands; otherwise the exercise ends.
- 1.25 If the dog fails to return, the handler may get one more attempt.
- 1.26 If the same behavior repeats, the team must stop the trial, keeping previous points.

Penalties

Fault	Penalty
Early start before bell	-10
Second early start	Loss of all points
Early start before command	-5
Extra start command	-10
Irregular behavior during start or exercise	-10
Per second not in bite	-3
Fast relocations in the bite	-1 each
Nibbles after recall	-2
Extra recall command	-5
Not in bite at recall	-5 plus seconds not in bite
No return within 30 seconds	-10
Irregularity after return	-10
Handler leaves start line	Loss of all points
Handler uses attack as training	Loss of all points
Dog hesitates before obstacle	-5
Dog runs around obstacle	-15

Dog brakes/slows before bite	-5
------------------------------	----

2. Frontal Attack with Accessory

Point allocation per category

Category	Points
Category 2	40
Category 3	50

Point breakdown

	Start	Attack	Recall	Total
Category 2	10	20	10	40
Category 3	10	30	10	50

Characteristics of exercise

2.1 The distance is **30 meters**.

2.2 All rules are identical to the *Frontal Attack with Stick*, except that the stick is replaced by an accessory chosen by the judge(s).

The accessory must be safe, must not obstruct the dog's view of the decoy, and must allow the dog to pass through.

The judges' creativity may be wide, as long as the item is safe and permitted.

2.3 The dog must demonstrate courage at the moment it passes through the accessory.

2.4 The accessory must have a minimum opening of 60 cm.

2.5 The access to the decoy must never **be fully blocked**.

For example: two plastic bags tied together may *not* be used, because they create no possible passage.

2.6 Accessories made of iron, steel, hardwood, glass or sharp materials are strictly forbidden.

2.7 The decoy must never use the accessory as a shield to block or repel the dog — except if the dog passes the decoy or temporarily loses the bite.

3. Attack with Gunshots

Point allocation per category

Category	Points
Category 1	50
Category 2	30
Category 3	30

Point breakdown per category

	Start	Attack	Recall	Total
Category 1	10	30	10	50
Category 2	10	10	10	30
Category 3	10	10	10	30

Characteristics of exercise

Distance: **30 meters for Category 1, 40 meters for Categories 2 and 3**

Duration: **10 seconds**

Execution of the exercise

3.1 The attack will be performed in a straight line for all categories.

3.2 The decoy challenges the dog at approximately 10 meters, or at the distance determined by the judge(s). Only in Category 3, the decoy fires a first shot accompanied by a vocal threat during the challenge, before he starts running.

3.3 When the decoy is approximately 5 meters from his final position, the judge gives the start signal for the handler to send the dog.

3.4 At the designated position, the decoy turns around facing the dog.

Further development per category

Category 1

- 3.5 The decoy must never dodge (esquive) the dog in this exercise.
- 3.6 Once the dog is in the bite, the decoy fires two gunshots at a 45° angle.
- 3.7 Weapon used: 6 mm.
- 3.8 The decoy must never fire beside the dog's head.
- 3.9 If the dog bites the arm holding the revolver, the decoy must first transfer the weapon to the other hand before firing.
- 3.10 The decoy stops working only when the handler recalls the dog.

Category 2

- 3.3.a Weapon used: **9 mm**
(In the Netherlands, the 9 mm is prohibited and 6 mm must be used instead.)
- 3.4.a After turning around to face the dog, the decoy fires **one shot**.
- 3.5.a The decoy must **never dodge the dog** during entry in this category.
- 3.7.a Once the dog is in the bite, the decoy fires a **second shot** at a 45° angle.
- 3.8.a The decoy must **never fire next to the dog's head**.
- 3.9.a If bitten on the weapon arm, the weapon must be moved to the free arm before firing.
- 3.10.a The decoy stops working only when the handler recalls the dog.

Category 3

- 3.3.b Weapon: **9 mm** (or 6 mm if local restrictions apply).
- 3.5.b The decoy must never dodge the dog during entry.
- 3.6.b Once the dog bites, the decoy fires the **second shot** at a 45° angle.
- 3.7.b Shooting next to the dog's head is prohibited.
- 3.8.b If bitten on the weapon arm, the decoy must change hands before shooting.
- 3.9.b The decoy stops working when the handler recalls the dog, not on the judge's signal.

Penalties

Fault	Penalty
Start before bell	-10
Second start before bell	Loss of all points
Start before command	-5
Extra command at departure	-10
Irregular behaviour	-10
Per second not in bite	-3
Fast movements while biting	-1 each

Nibbling after recall	-2
Extra recall command	-5
Dog not in bite at recall	-5 + seconds not in bite
No return within 30 seconds	-10
Irregularity after return	-10
Handler leaves departure line	All points lost
Handler uses attack as training	All points lost
Dog hesitates before obstacle	-5
Dog runs around obstacle	-15
Dog slows before bite	-5

4. Interrupted Attack

Point Allocation (Category 3 only)

Start	Attack	Total
10	20	30

Course of Exercise

4.1 The attack will proceed in a straight line.

4.2 The decoy challenges the dog at approximately 10 meters (or as instructed by the judge). With a pistol/revolver the decoy fires a first shot accompanied by a vocal threat, always as imposed by the judge, before taking off running.

4.3 When the decoy is ± 5 meters from his final position, the judge will give the bell signal to send the dog.

4.4 At the indicated position the decoy turns to face the dog.

4.5 The decoy **will stop working if the dog bites**, so that the handler can recall the dog.

4.6 The decoy will keep moving if the dog does not bite and stops his work once the dog has returned to the handler and the judge ends the exercise.

Penalties

Fault	Penalty
-------	---------

Start before bell	-10
Second start before bell	Loss of all points
Start before command	-5
Extra command at start	-10
Dog bites	-30
Recall within 3 meters	No penalty
Per additional meter beyond 3 meters	-2
Second recall command	-5
From the third recall command onward	Loss of all points
Irregular behaviour at start or during exercise	-10

5. Searching and Escorting the Decoy

Point Allocation per Category

	Discover	Escort	Total
Category 2	10	30	40
Category 3	10	30	40

Characteristics

5.1 At least 3 hide boxes must be present on the field (mobile tents are allowed). Any natural hiding place on the competition field may be used by the judges.

5.2 The judge(s) decides the search time, depending on difficulty and field size.

5.3 The judge must position themselves so they can observe the dog's behavior inside the hide (to see whether it bites or not).

5.4 One judge will always be present at the hide containing the decoy.

5.5 If the dog leaves the found decoy, the judge may order an immediate flight by the decoy to gain several meters.

5.6 The decoy will cover the same route for every dog and use the indicated obstacle(s) so that the work is identical for all dogs.

5.7 Category 2: 1 barrier may be used; Category 3: 2 barriers may be used, as built into the program by the judges.

5.8 The decoy will attempt three escapes, with a natural gait and identical body posture for every dog.

5.9 The decoy must never lure the dog into pits on the field, nor use the jumping obstacles during this exercise.

5.10 After the third escape attempt, the decoy walks a few more meters until the judge's signal; the handler

may then command the block at the decoy.

5.11 The dog must guard for 5 seconds before the judge signals for recall.

Course of Exercise

5.12 Handler and dog are taken by the ring commissioner to a place where the dog cannot see the hiding of the decoy (may be outside the field; water available in hot weather).

5.13 On the judges' signal, the ring commissioner guides the team to the false start.

5.14 Once ready, the judge signals to move to the true start.

5.15 After discovery, the handler walks at a normal pace to the hide (running → general attitude penalty).

5.16 The handler goes 3 meters from the hide and orders the decoy to exit on the present judge's signal.

5.17 If the dog discovers but does not bark in time, it loses 10 discovery points but may continue with the escort.

5.18 If the dog returns to the handler within 3 meters before time expires, the handler may issue a second send command, which incurs a -10 penalty.

5.19 If the dog leaves the field, even if fenced, the handler may recall it; time is paused until the dog is sent again.

5.20 During escapes, the decoy's arms move naturally; they must not be hidden to advantage an arm- or leg-biter.

5.21 If the dog loses the bite during a flight, the decoy continues to flee and may fend off the dog while fleeing.

5.22 The handler keeps at least 3 meters from the decoy during escort.

5.23 The handler may verbally block the dog at the decoy after each escape; after the last escape, a short walk follows, then 5 seconds of guarding.

5.24 For recall, the handler may use a whistle if this is also used for the attack exercises.

5.25 If the dog leaves the field and discovers the second decoy, there is no penalty; the second decoy will then perform the escort.

Penalties

Fault	Penalty
Extra command to start the search	-10
Dog does not leave despite a second command	-40
No discovery within the time	-40
No barking after discovery	-10
Dog bites in the hide	-5
Handler runs to the hide after discovery	-2
Each extra bite (during escort or escape)	-2
Each extra command with the bites	-2
Dog leaves the decoy	-1 per meter

Dog allows the decoy to flee	-1 per meter
Handler fails to keep 3-meter distance	-10
Handler obstructs the decoy while fleeing	-30
Dog does not guard for 5 seconds	-5
Dog barks while searching, without discovery	-5

6. Defense of the Handler

Point Allocation

Category	Points
All categories	30

Characteristics

- 6.1** The exercise always includes a meeting between the handler and the decoy, making contact by handshake.
- 6.2** The decoy may greet; the handler may respond briefly.
- 6.3** The second decoy may also shake hands with the handler.
- 6.4** Difficulties for the dog will increase by category.
- 6.5** In all categories, aggression by the decoy must be clear and clean, executed with both hands on the handler's shoulders.
- 6.6** At contact the decoy maintains grip for 2 seconds.
- 6.7** If the dog does not defend (bite) within 2 seconds, all points are lost.
- 6.8** Judges consider hindrances if the dog must come from behind an obstacle.
- 6.9** The scenario will be explained once and for all during the test dog passage or judge briefing before the competition.
- 6.10** This briefing may be without a test dog but in the presence of decoys; handlers may ask questions; this saves time during competition.
- 6.11** If, during the exercise, the dog positions itself in the decoy's transport, the decoy may take the dog up to 10 meters away; the judge will then end the exercise.
- 6.12** The dog must heal on the handler's left or right, not between the legs.

6.13 The second decoy must remain at least 3 meters from his colleague during contact.

6.14 While the dog is biting, the handler must be at least 3 meters from the decoy.

6.15 The dog may not be encouraged during the bite.

6.16 After release, the dog must guard for 5 seconds before the judge signals recall.

6.17 (*Category 1 specific since 2016*):

- If the dog nips the decoy before contact (while moving towards the handler), -5 points; the dog must continue on its own to the handler; the handler may not speak; loss of meters the dog lags is also applied.
- If the dog shows a heavy bite before contact, -15 points plus meters lost.
- If the handler issues any command in either case, all points are lost.

Penalties

Fault	Penalty
Handler talks to the dog during the exercise	-30
Dog bites before handshake (exception Category 1)	-30
Dog bites at handshake or after	-2 per meter to the last point of aggression
Dog moves away from handler	-1 per meter
Dog more than 10 m from handler	-30
Dog attacks a third person	-30
No defense within 2 seconds	-30
Handler encourages dog, or fails to keep 3 m distance	-30
Extra bites (“nibbles”)	-2 per bite
Dog releases only after the 2nd command	-10
Dog releases only after the 3rd command	-30
Dog does not guard	-5
Dog does not return within 10 seconds	-5
Handler makes a course error	-6
Handler makes a course error to avoid an obstacle	-30

7. Guarding an Object

Point Allocation

Category	Points
Category 3	30

Characteristics

7.1 The object is placed in the centre of a 2-meter radius circle; a second concentric circle with 5-meter radius is also drawn.

7.2 Judges explain the precise passage to each decoy.

7.3 The non-working decoy stays at least 10 meters away.

7.4 There are three attempts to obtain the object. All penalties add up.

7.5 If the object is taken, the dog loses all 30 points for guarding.

7.6 In one of the three attempts the decoy carries an accessory to intimidate the dog; it must be passable and not identical to accessories used in attack exercises.

7.7 Usually the accessory is used in the third attempt to avoid confusion if it is left within the circles.

7.8 Entering the 2-meter circle (even with one foot) allows the decoy to esquire; no stepping backwards is allowed.

7.9 With a long accessory (max. 1 m), esquire is allowed as soon as the accessory enters the 2-m circle (considered an extension of the decoy).

7.10 Once inside the 2-m circle, the decoy has **±30 seconds** to steal the object.

7.11 Inside 2 m the decoy may intimidate and esquire and may push the dog outside the circle.

7.12 If the dog bites between 2–5 meters, the decoy may use the accessory to bar the dog; it is up to the dog to show courage and bite through the accessory.

7.13 As soon as the dog bites anywhere within the circles, the decoy remains immobile for 2 seconds before working backwards.

7.14 If the dog bites outside the 5-m circle, the exercise ends immediately; the decoy need not remain immobile for 2 seconds.

7.15 If the decoy has taken the object and the dog then bites, the decoy places the object where the bite occurs and moves back (with or without the dog biting).

7.16 If the decoy hesitates for longer than 30 seconds inside 2 m, the judge may recall the decoy and reward the benefit to the dog.

7.17 If the dog bites the accessory the decoy carries, the decoy will try to drag dog + accessory outside the circles.

7.18 The decoy will, as far as possible, undertake the same actions for every dog, under the judges' supervision.

7.19 The drawn circles are markers to estimate distances relative to the object.

Course of Exercise

7.22 The handler commands the dog to stay on the object in the center of the 2-m circle, then goes to the hide.

7.23 In the 5-m circle the decoy is neutral.

7.24 Upon entering 2 m, the decoy tests the dog's vigilance by dodging, intimidation and threats as imposed by the judges.

7.25 Inside 2 m the decoy has 30 seconds to steal the object.

7.26 If the dog bites, the decoy remains still for 2 seconds before working backwards.

7.27 If the decoy holds the object and the dog bites, he places the object at the bite location.

7.28 If the dog bites the object itself, the decoy may drag object + dog outside the 2-m circle so the judge can end the exercise for insufficient defense.

7.29 The decoy's position defines the bite location for distance penalties (e.g., 1 foot inside 2 m → no penalty; bite at 4 m → -5 points).

7.30 The handler may not turn around while going to, or entering, the hide.

7.31 If the dog destroys the object, all points for this exercise are lost.

Penalties

Situation	Penalty
Dog bites the decoy inside 2 m, without getting the object	No penalty
Dog bites inside 2 m and is dragged within 2 m	No penalty
Dog bites inside 2 m but is dragged beyond 2 m	-1 per meter
Dog bites inside 2 m and is dragged more than 5 m	-15
Dog is dragged beyond 5 m and does not release after 10 sec	-30
Decoy takes and moves the object; dog then bites within circles	-1 per meter
Decoy takes and moves the object; dog then bites between 5–10 m	-15
Decoy takes and moves the object; dog then bites beyond 10 m	-30
Dog bites the decoy between 2 and 5 meters	-5
Dog goes to bite beyond 5 meters (end of exercise)	-30
Dog returns to the object after 3rd attempt within 2 m	No loss of points
Dog returns after 3rd attempt between 2–5 m	General attitude penalty
Dog returns after 3rd attempt beyond 5 m	-15

VII. Points Table

Exercises	Category 1	Category 2	Category 3
Heeling at heel	6	6	6

1-minute absence	10	10	10
Food refusal	5	10	10
Forward send	12	12	12
Retrieve	12	12	12
Positions	10	20	20
Scent block (wooden block)		15	15
Palisade	15	15	15
Hedge	15	20	20
Long jump	15	15	20
Attack with stick	50	40	50
Fleeing attack (with shots)	50	30	30
Defense of the handler	30	30	30
Search & escort		40	40
Attack with accessory		40	50
Interrupted attack			30
Guarding an object			

Written by Francis Lemmens: November 2013

1st update: 06/04/2014

2nd update: 22/11/2016

3rd update: 11/11/2017

4th update: 08/12/2018

5th update: 22/10/2022

6th update: 29/12/2024

7th update: 13/12/2025